

Update on HSI Standards, Models & Tools for US Navy Ship Acquisitions

For TTCP Annual Mtg
06JUN00

BCI, Inc.



Programs to Discuss

ONR/SC-21 S&T MAI

- SALSA (HCDA)
- TIDE
- MMWS
- HCDE
- SHIPSHAPE
- SEAIT/SMART
- ORGNET
- Human Scriptable Animation
- ICE



Ship-SHAPE



Ship - SHAPE Team



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Ship - SHAPE Objectives



- Influence Ship/Systems Design with Human Requirements, Capabilities, and Limitations;
- Standardize and Formalize Application of HSI in Ship/System Acquisition;
- Reduce the Costs, Workloads, and Time Required to Apply HSI; and
- Bring to the HSI Analyst at one Location all Data, Methods, Tools, Guidelines, and Aids Needed to Apply HSI.

Analysis Environment



- Microsoft Office

- run on PC/Macintosh platforms w/o changes to code, or file conversion
- utilizes Office's rich infrastructure (e.g., printing, spell checking, etc.)
 - Office '97 (Windows)
 - Office '98 (Macintosh)

- Microsoft Excel

- Microsoft Word

Ship-SHAPE Displays



- Function Analysis
- Function Requirements
- Mission Function Analysis
- Time lines
 - Scenario
 - Start Time
 - Duration
 - Stop Time
- Allocation of Function
 - Man/Machine
 - Automatic
 - Supervisory
 - Interactive
 - Aided
 - Manual
- Task Network
- SIMWAM*
 - Narrative Histories
 - Workload Summaries
 - by task
 - by position
- Ship Manning Documents

* currently a stand alone product; to be integrated FY'00/01

STATUS

CARLOW

- Phase III SBIR
 - Not Releasable Yet
- Programs:
 - CVN(X)
 - MAI (HCDE)
 - DD 21
 - FAA

Systems Engineering Analysis Integration Tool



SEAIT

COR / TPOC:

Micro Analysis & Design, Inc.

NSWCDD

www.maad.com

Programmatics



SEAIT

- Phase II SBIR*
 - Starting 8 June 99, Product in Nov 00
 - Sponsors:
 - Dr. Daniel Wallace NSWC-Dahlgren
 - Ms. Jennifer McKneely NAVSEA PMS 500F
- Phase III Sponsor:
 - Army Research Lab HRED
- Contractor: Micro Analysis & Design (MA&D)

*Small Business Innovative Research

Description



SEAIT

- An integrated performance evaluation, workload assessment, and decision support tool for assessing HSI aspects of US Navy and commercial ship designs.

SEAIT - Systems Engineering Analysis Integration Tool

File Edit Define Run Results Options Utilities Window Help

Define menu:
Requirements
System
Scenario
Crew
 Assign Crew to Functions
 Work Schedule Parameters

Scenario Schedule

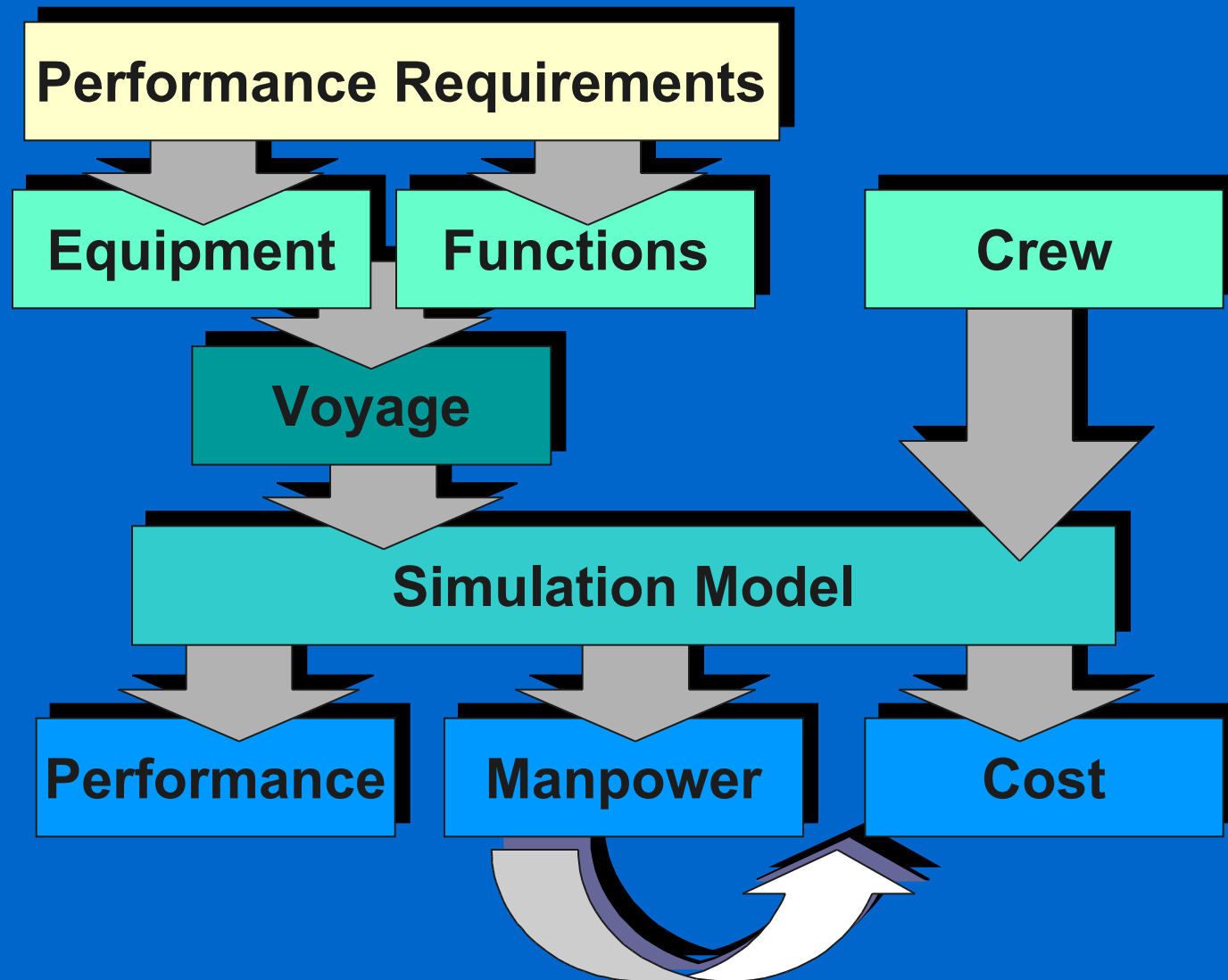
ID	Task Name	Day 1												Day 2											
		4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12			
1	Cook Breakfast	[Bar]												[Bar]											
4	Cook Lunch	[Bar]												[Bar]											
7	Cook Dinner	[Bar]												[Bar]											
10	Navigate	[Bar]												[Bar]											
11	Communicate	[Bar]												[Bar]											
12	Special Evolutions	[Bar]												[Bar]											
13	PMS - Engine	[Bar]												[Bar]											
14	PMS - Navigation Suite	[Bar]												[Bar]											
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18																									

Buttons: Save, Cancel

Approach



SEAIT



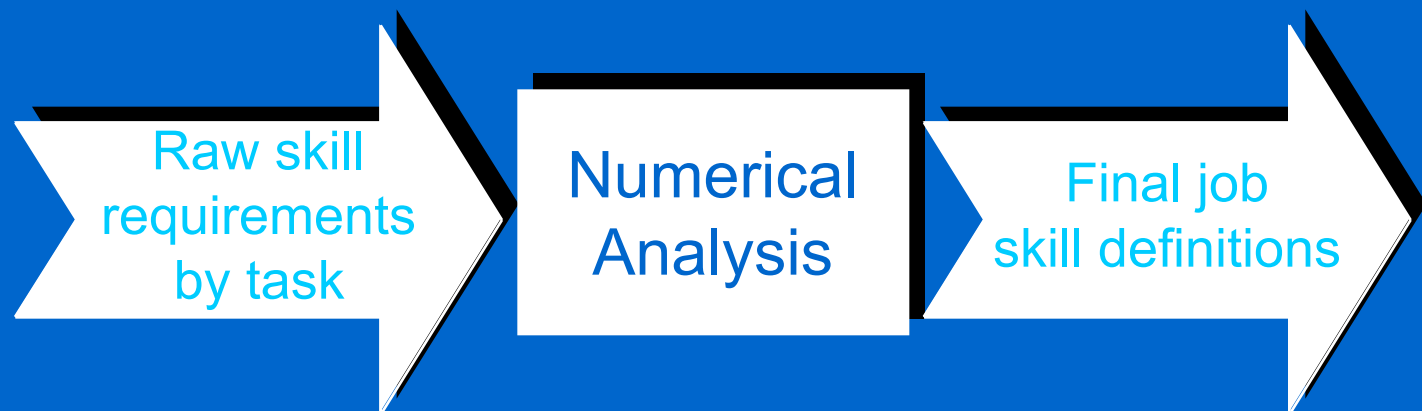
Innovations!



SEAIT

★ Jobs are Described by Skill Requirements

- Jobs will be composed of skill groupings, using current Navy profiles as a starting point.
- Responsibilities are driven out of the tasks assigned to each job.



Status



SEAIT

- Due NOV 00
- HCI Usability Testing
- USN Database Parsing
- Populating JASS for USN Rates



SMART

Ship

Manpower

Analysis &

Requirements

Tools

SSC SD

GOAL



SMART

Provide the Naval Manpower Analysis Center a design process/tool set that allows NAVMAC to assess ship manpower & workload requirements for future combatants

Before Any Metal is Bent

Develop a scaleable architecture permitting manpower analyses for varying warfighting postures; execution of multiple missions; ship organization & team structures; changes in ROCs/POEs; in-port work activities

ROC=Required Operational Capability
POE=Projected Operational Environment

APPROACH



SMART

Work With Existing
Systems

Develop New
Solutions

That Work
Together



Naval Manpower
Requirements System
(NMRS)

SMART

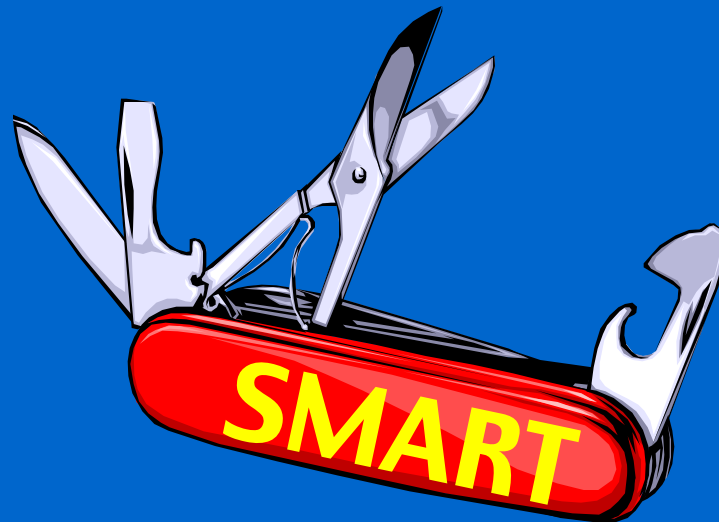
To Evaluate New
Acquisitions

Status



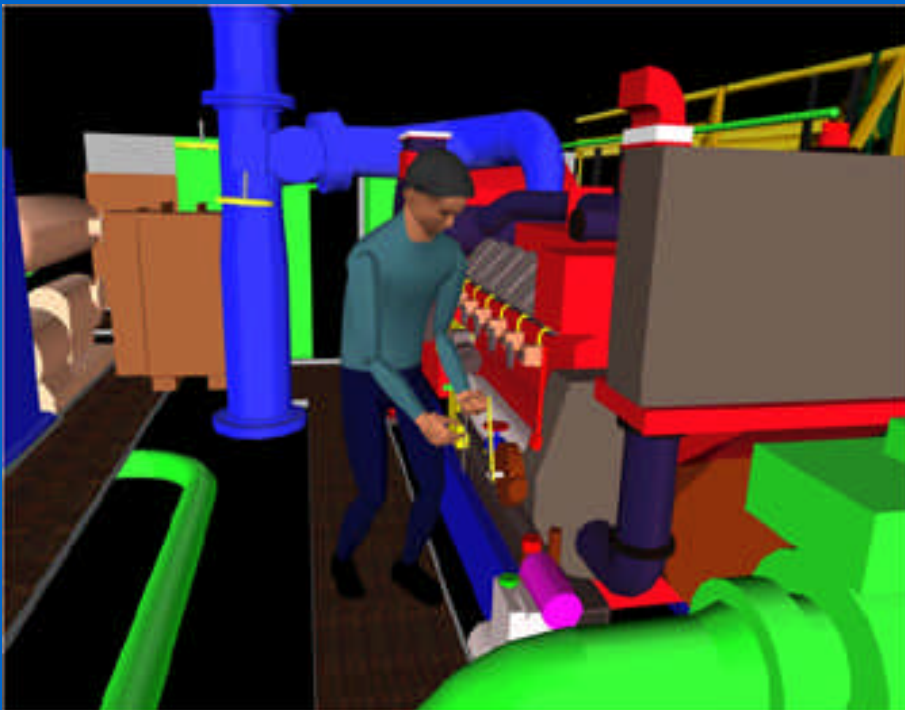
SMART

- Not for DD 21 Eval
- Build 1 Review May00
- Build 3 CONOPS Under Review



Human Scriptable Animation (HSA)

Human
Scriptable
Animation
Language



Programmatics



HSA

- Phase I SBIR*
 - Starting Dec 99, Product in June 00
 - Sponsor:
NSWC-Dahlgren
- Contractors: MA&D and BCI (Chris Parker)



*Small Business Innovative Research

Approach



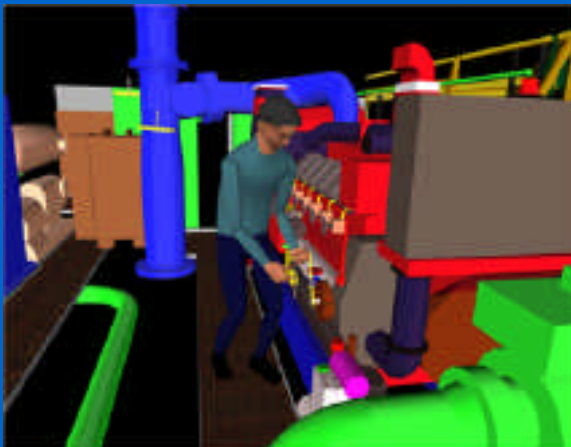
HSA

Goal:

- Develop Language Standard for Modeling/ Simulation Tools to 'drive' 3D
- human figure

Approach:

- Use IPME* and Envision/ERGO
- ICW SAE Committee 13



*Integrated Performance Modelling Environment

Status



HSA

- Completed User Workshop/Review of Concept & Integration Demo
- Report Due JUN 00

Integrated Command Environment (ICE)

DD21 Problem

- Manning Optimization
- Decision Making Speed & Accuracy
- Knowledge Management
- Communications
- Flexibility/Redundancy
- Technology

... Command & Control for the future

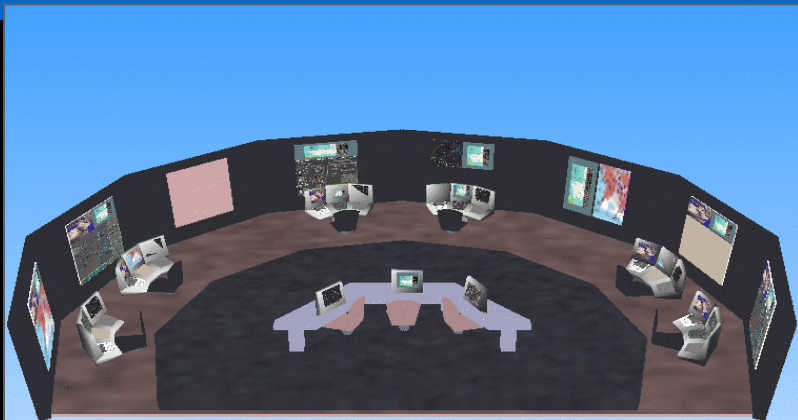
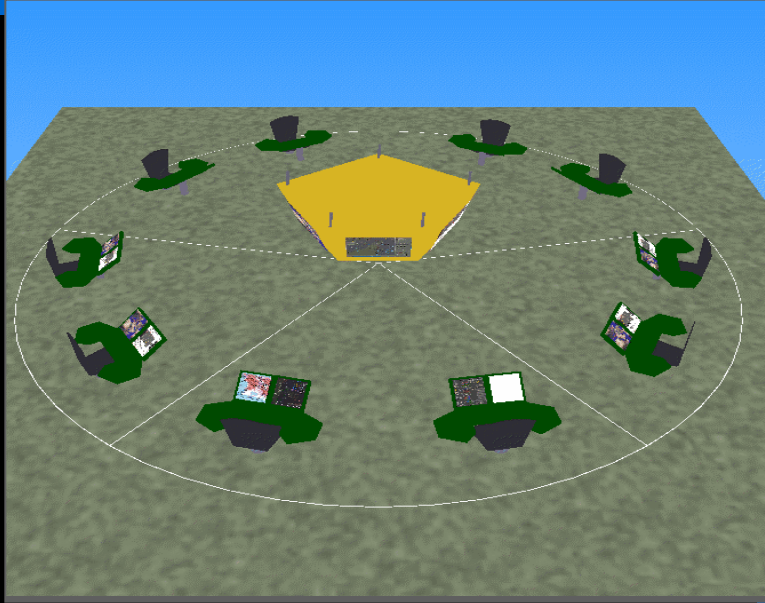


ICE Vision

- Create a testbed for command concepts
 - Assist imaginations
 - Stimulate debate and discussion
 - Identify issues
 - Collect data for evaluation
 - Flexible, rapidly reconfigurable
- Provide a vehicle to communicate ideas
 - Warfighters/Industry/Academia/Management

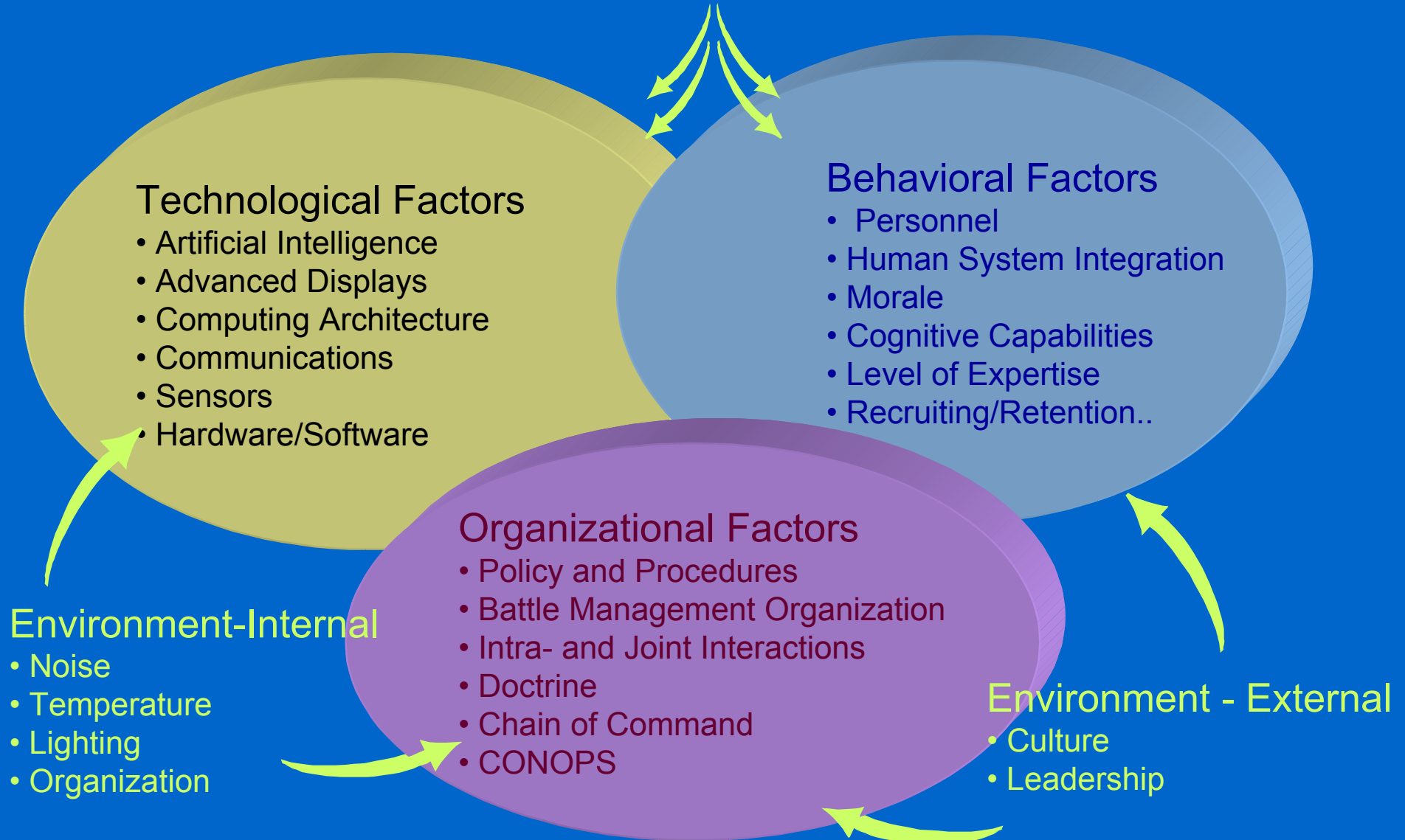
...while exploring the possibilities of an optimally configured command environment for the future...

ICE Concepts



ICE Total Environment ...

Environment - Internal/External



Today's ICE Concept



DEMONSTRATION/TESTING MAI



ICE Status

- Demo V2.0 CONOPS Development
 - Software due Nov00
 - Investigate 'Immediate Situational Awareness' for CO
 - Investigate 3D displays
- Next Step: Distributed Interactive Simulation

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